ABSTRACT OF THE DISCLOSURE

An interactive play device, method and apparatus, is disclosed which includes means to generate a plurality of interactions, entry control means, means to store responses to interactions and control means to select the next interaction based on memorized responses. One object of this invention is to provide a new class of interactive play devices, which is founded on personalizing a play device so that its current functionality is based on past interactions with a player rather than providing an identical operation or a randomly activated function each time the device is turned "on." The invention also provides a plurality of toy devices, which operate in a plurality of states that mimic human behavior. A preferred embodiment discloses an interactive doll device, which generates interactions that require responses from the player. The responses are memorized by the doll device and are used to select the next interaction. An alternate embodiment discloses an interactive toy car device, which uses the same concept of memorizing responses to interactions to generate the next interaction. Both the doll and car play devices are controlled by a generic flow diagram disclosed in the specification. The specification also discloses a game during which the player is challenged to transform the play device from an initial state to a desired state by providing appropriate responses to the interactions initiated by the device.